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(54) ATLASING AND VIRTUAL SURFACES

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(57) **ABSTRACT**

Atlasing and virtual surface techniques are described. In one or more implementations, virtual surface functionality is exposed by an operating system for access by one or more applications of the computing device. A virtual surface is created in response to a request from the one or more applications to be used to render visuals for display by a display device. The virtual surface is allocated in memory of the computing device by the exposed virtual surface functionality to have an area that is larger than an area to be used to display the visuals from the one or more applications.